

Kerbal Space Program - Feature #545

Some Terrain scatters should be collide capable

04/20/2013 12:16 AM - Ruedii

Status:	New	% Done:	0%
Severity:	Petty		
Assignee:			
Category:	Gameplay		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			
Description			
Terrain scatters that should be solid material (e.g. rocks) should be designed with collision data so that you can't walk right through them.			
Obviously, some scatters this shouldn't apply to (like grasses), so it needs to be set by type of scatter.			